Moody Blues

Moody Blues is a support type stand that excels at looking into the past of other creatures.

Stand Stats

Your Moody Blues has the following statistics.

Strength: 8 + your strength modifier

Dexterity: 10 + your charisma modifier + your dexterity modifier

Constitution: 8 + your constitution modifier

Intelligence: 8 + your intelligence modifier

Wisdom: 10 + your charisma modifier + your wisdom modifier

Charisma: 12 + your charisma modifier + your charisma modifier

Armor class: 10 + moody blues dex modifier

Hit points: Half your hit points + (Moody Blues Constitution Modifier *2)

Move speed: 40ft

Range: 150 feet

Senses: Your stand has Darkvision up to 60ft. Your stands passive perception is equal to 10 + wisdom modifier.

Saving throws: Moody Blues is proficient in Dexterity, Wisdom, and Charisma saving throws.

Unarmed strikes: Moody blues unarmed strikes deal 1d6+dex/strength in bludgeoning damage. Moody Blues unarmed strikes count as finesse weapons.

Stand Range: 150 feet

Replay

Starting at 3rd level, as an action, you can spend 1 Stand Point to look up to 5 minutes into the past of one medium creature of your choice. During this time moody blues cannot attack or defend and mindlessly follows the actions that the creature did for the duration. As a free action this replay can be canceled and moody blues can be recalled to the user. During this time if moody blues would exit its users range it does not immediately dissapear, however if the replay is canceled while the stand is outside of its range, it will dissipate as usual.

This ability requires a piece of the creature, something that belonged to the creature, or the corpse of the creature.

Crewman Replay

Starting at 5th level, as an action, you can expend 3 Stand Points while in a vehicle, to have moody blues take the form of a crew member and perform its duties. This will last for a number of hours equal to moody blues wisdom modifier+1 (minimum of 1) or until it is canceled. Moody blues will perform these duties to the users specifications, such as piloting the vehicle to a specific destination. The user must remain on the vehicle, or within the 150 foot range.

Photo Credit goes to Hirihiko Araki

Expert Detective

Starting at 7th level, Moody blues becomes proficient in perception, and investigation checks. You can expend 1 Stand Point to gain advantage on either of these types of rolls. This can be done after the die is rolled, but must be selected before the Dungeon Master announces the results.

Improved Replay

Starting at 10th level, you no longer require the materials to use Replay, you simply need to be where the creature was at the time you want to replay. You may expend up to 5 Stand Points to look further into a creatures past. The creature may now be large or smaller.

1 point: 5 mins

2 points: 15 mins

3 points: 30 mins

4 points: 45 mins

5 points: 1 hour

Improved Statistics

At 18th level, you've become experienced enough to manifest your stand in ways you've never seen before. You gain the following benefits.

Dexterity: 12 + your dexterity modifier + your charisma modifier

Wisdom: 12 + your wisdom modifier

Charisma: 14 + your charisma modifier + your charisma modifier

Moody Blue Requiem

When you reach level 20, you may touch Moody Blues with a piece of the Arrow as a bonus action whilst spending 10 Stand Points. For the next minute, your stand gains the following benefits:

Dexterity: 16 + Your dexterity modifier + Your wisdom modifier.

Perfect Replay: Spending the rest of your available Stand Points, you may select an event you know of that occurred in the location you are in, that happened within the last 100 years, and view up to 2 hours of the event.

When the minute has passed, the perfect replay doesn't end. Perfect replay ends when it reaches the duration, or when the user cancels the ability.